

## AMENDMENTS TO THE CLAIMS

1-13. (Canceled).

14. (Currently Amended) A method, implemented in a game console, the method comprising:

obtaining an audio track from an audio source;

saving the audio track without saving at least some meta data associated with the audio track on a storage device of the game console, so that a copy of the audio track is available when the audio source is no longer accessible to the game console, wherein the audio track is at least part of a user-created soundtrack;

saving an identifier of the audio source on the storage device;

after saving the audio track, determining when an online service that provides a database containing meta data associated with the audio track is available,

connecting to the online service, obtaining the meta data associated with the audio track from the database and storing the meta data associated with the audio track on the storage device, wherein the meta data is obtained from the online service based at least in part on the identifier saved on the storage device;

associating the user-created soundtrack with a game application;

executing the game application on the game console; and

during execution of the game application, playing the user-created soundtrack and displaying information regarding the soundtrack based on the meta data.

15. (Canceled)

16. (Original) A method as recited in claim 15, wherein the storage device comprises an internal hard disk drive of the game console.

17. (Original) A method as recited in claim 15, wherein the database is stored on the storage device.

18. (Original) A method as recited in claim 14, further comprising:  
saving an indicator of the audio track; and  
wherein the meta data is obtained based at least in part on both the saved identifier and the saved indicator on the storage device.

19. (Original) A method as recited in claim 14, wherein the audio source comprises an audio CD.

20. (Original) A method as recited in claim 14, wherein the audio source comprises an audio DVD.

21. (Original) A method as recited in claim 14, wherein the identifier of the audio source comprises table of contents (TOC) information for the audio source.

22. (Previously Presented) A method as recited in claim 14, wherein at least a portion of the metadata is obtained from removable media readable by a media drive of the game console.

23. (Original) A method as recited in claim 22, wherein the removable media comprises an optical disc.

24. (Currently Amended) A computer-readable medium for a game console comprising computer-executable instructions that, when executed, direct the game console to:

- obtain an audio track from an audio source;

- save the audio track, without saving at least some meta data associated with the audio track, to a storage device of the game console, so that a copy of the audio track is available when the audio source is no longer accessible to the game console, wherein the audio track is at least part of a user-selected soundtrack;

- save an identifier of the audio source and the audio track;

- after the audio track is saved, determine when an online service that provides a database containing meta data associated with the audio track is available,

- connect to the online service when the online service is available, obtain the meta data associated with the audio track from the database and store the meta data associated with the audio track, wherein the meta data is obtained from the online service based at least in part on the identifier saved on a storage device;

- associating the user-selected soundtrack with a game application;

- executing the game application in the game console; and

- during execution of the game application playing the user-created soundtrack and displaying information regarding the soundtrack based on the meta data.

25. (Canceled)

26. (Original) A computer-readable medium as recited in claim 25, wherein the storage device comprises an internal hard disk drive of the game console.

27. (Original) A computer-readable medium as recited in claim 25, wherein the database is stored on the storage device.

28. (Original) A computer-readable medium as recited in claim 24, wherein the instructions, when executed, further direct the game console to:

save an indicator of the audio track; and

wherein the meta data is obtained based at least in part on both the saved identifier and the saved indicator.

29. (Original) A computer-readable medium as recited in claim 24, wherein the audio source comprises an audio CD.

30. (Original) A computer-readable medium as recited in claim 24, wherein the audio source comprises an audio DVD.

31. (Original) A computer-readable medium as recited in claim 24, wherein the identifier of the audio source comprises table of contents (TOC) information for the audio source.

32. (Previously Presented) A computer-readable medium as recited in claim 24, wherein at least a portion of the metadata is obtained from a removable media readable by a media drive of the game console.

33. (Original) A computer-readable medium as recited in claim 32, wherein the removable media comprises an optical disc.

34. (Canceled).

35. (Canceled).

36. (Currently Amended) A method, implemented in a game console, the method comprising:

copying an audio track from an audio source without copying at least some meta data associated with the audio track to a storage device of the game console, wherein the audio track is at least part of a user-selected soundtrack;

using an identifier of the audio source to retrieve meta data associated with the audio track from a database over a network connection from an online service when the database is accessible;

saving the identifier of the audio source on the game console when the database is not accessible and using the saved identifier to retrieve meta data associated with the audio track from the online service when the database is subsequently available;

associating the user-selected soundtrack with a game application;

executing the game application in the game console; and

during execution of the game application playing the user-created soundtrack and displaying information regarding the soundtrack based on the meta data.

37. (Canceled)

38. (Original) A method as recited in claim 37, further comprising:  
saving, on the game console, an indicator of the audio track; and  
using both the saved identifier and the saved indicator to retrieve the meta data.

39. (Original) A method as recited in claim 36, wherein the audio source comprises an audio CD.

40. (Original) A method as recited in claim 36, wherein the audio source comprises an audio DVD.

41. (Original) A method as recited in claim 36, wherein the storage device comprises an internal hard disk drive of the game console.

42. (Original) A method as recited in claim 36, wherein the identifier of the audio source comprises table of contents (TOC) information for the audio source.

43. (Previously Presented) A method as recited in claim 36, wherein at least a portion of the metadata is obtained from a removable media inserted in the game console.

44. (Original) A method as recited in claim 43, wherein the removable media comprises an optical disc.

45. (Currently Amended) A computer-readable medium for a game console comprising computer-executable instructions that, when executed, direct the game console to:

copy an audio track from an audio source, without copying at least some meta data associated with the audio track, to a storage device of the game console, wherein the audio track is at least part of a user-created soundtrack;

after copying the audio track, use an identifier of the audio source to retrieve meta data associated with the audio track from a database over a network connection from an online service if the database is accessible;

save the identifier of the audio source on the game console if the database is not accessible;

executing a game application on the game console;

pausing execution of the game application in response to receiving a request to select a new soundtrack to playback during execution of the game application; and

displaying information regarding the user-created soundtrack based on the meta data to assist a user in selecting the new soundtrack.

46. (Original) A computer-readable media as recited in claim 45, wherein the instructions further direct the game console to use the saved identifier to retrieve the metadata associated with the audio track when the database is subsequently available.

47. (Original) A computer-readable medium as recited in claim 46, wherein the instructions further direct the game console to:

save, on the game console, an indicator of the audio track; and

use both the saved identifier and the saved indicator to retrieve the meta data.

48. (Original) A computer-readable medium as recited in claim 45, wherein the audio source comprises an audio CD.

49. (Original) A computer-readable medium as recited in claim 45, wherein the audio source comprises an audio DVD.

50. (Original) A computer-readable medium as recited in claim 45, wherein the storage device comprises an internal hard disk drive of the game console.

51. (Original) A computer-readable medium as recited in claim 45, wherein the identifier of the audio source comprises table of contents (TOC) information for the audio source.

52. (Previously Presented) A computer-readable medium as recited in claim 45, wherein at least a portion of the metadata is obtained from a removable media inserted in the game console.

53. (Original) A computer-readable medium as recited in claim 52, wherein the removable media comprises an optical disc.